

## **The CD PROJEKT Group looks back at the beginning of the year**

**The CD PROJEKT Group posted 81 million PLN in consolidated sales revenues and 17.8 million PLN in net profit for the first quarter of 2019.**

The most significant contribution to sales revenues was from ongoing strong sales of The Witcher 3, along with its expansion packs, and - to a lesser extent – GWENT and Thronebreaker. The Group's earnings were also bolstered by the high volume of sales carried out on GOG.com.

In the first quarter of 2019 the Group directed its creative effort towards development of new releases and technologies, allocating 25 million PLN to these activities. The Group's aggregate balance of R&D expenditures topped 264 million PLN.

The CD PROJEKT RED studio carried on with intensive development of Cyberpunk 2077, with more than 400 people currently involved in the project.

In addition to developing the game, the Group was also busy setting up CD PROJEKT RED STORE through which it aims to reach a broad community of fans of the Studio's products. The store launched in early May, offering quality apparel, accessories and figurines inspired by CD PROJEKT RED videogames.

In recent quarters the activities of GOG focused on development of GOG Galaxy 2.0. The technology, which was publicly unveiled on 22 May 2019, provides a single point of access to all purchased games, enabling communication with buddies and tracking their progress regardless of their preferred gaming platforms. GOG Galaxy 2.0 will be available to all PC and console gamers, extending beyond the GOG.com user community. It provides a way to overcome the encroaching fragmentation of the gaming market, which is characterized by the emergence of new digital distribution channels and platform-exclusive releases.

We will be taking part in the upcoming edition of E3, which is shaping up to be the most important fair in CD PROJEKT's history. We want to be even more prominent in Los Angeles than we were last year – remarks Adam Kiciński, CEO of CD PROJEKT.

CD PROJEKT is coming to E3 with a line-up of dedicated outreach events as well as a meeting space for the media (including prominent journalists and opinion leaders), business partners, investors and gamers. For the first time ever Cyberpunk 2077 will be showcased in the fair's public exhibit hall.